

Game Description:

Summary:

Everyone knew of the great Demon King, but no one was brave enough to stand up to his tyranny until one day, a group of young heroes showed up at his castle and challenged him to a battle. With all their special weapons and artifacts, they were able to defeat the great Demon King and scatter his powers, leaving him vulnerable and trapped in the castle with his enemies.

Play as the Demon King and collect all the fragments of your lost power to leave the castle. Watch out for any traps the heroes have set, and make sure you don't get caught by the heroes! Find the elusive magic potion for a boost in power to help your escape.

Specifics:

- **Main character:** Demon King
- **Enemies:**
 - **Moving:** Members of the Hero party
 - **Punishment:** Magic-circle traps
- **Rewards:**
 - **Regular:** Demon King's power fragments
 - **Bonus:** Magic potion
- **Barrier:**
 - **Openings:**
 - **Start:** Break in the wall (doorway) on one side of the board's border (will close after game starts)
 - **End:** A locked door on another side of the board's border
 - **Border:** Walls of the room
 - **Individual barriers:** Broken furniture from the fight (ex. bookshelves, tables, etc.)
- **Board:** Demon King's castle

Plan:

To manage and develop our game, we plan to adapt the Scrum Process Model. We will meet weekly in-person after our CMPT276 lecture and give everyone an update on what we did, what we are going to do before the next meeting, and if there is anything we need. If applicable, we will also try to give a demonstration of our work. Of course, we are connected in a group chat on Discord as well, where we can let each other know if something comes up and give updates on our progress throughout the week.

To create our game, we will start off with a paper prototype to determine the number of rewards and enemies we should have, and get a rough idea of our map size and layout. To monitor our progress after the prototype, we plan to break the game down into smaller components—milestones—by implementing the maze and barriers, then the main character, the regular and bonus rewards, the punishments and the points system, the moving enemies, and then finally, things like the start game screen and the clock/game time. Throughout each step, we will perform constant testing and keep each other updated on Discord.

As each phase of the project is released, we will hold a longer group meeting and decide on individual tasks based on the deliverables and each person's strengths, and set more concrete milestones with specific deadlines to help us stay on track for success. We will emphasize communication so that work flows smoothly, even if something unexpected occurs. We will hold each other accountable, and try to maximize collaboration so that everyone gets a chance to try other game development aspects and so that we can reduce things like designer bias during testing.